Ten Pin Alley™

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SEGA™

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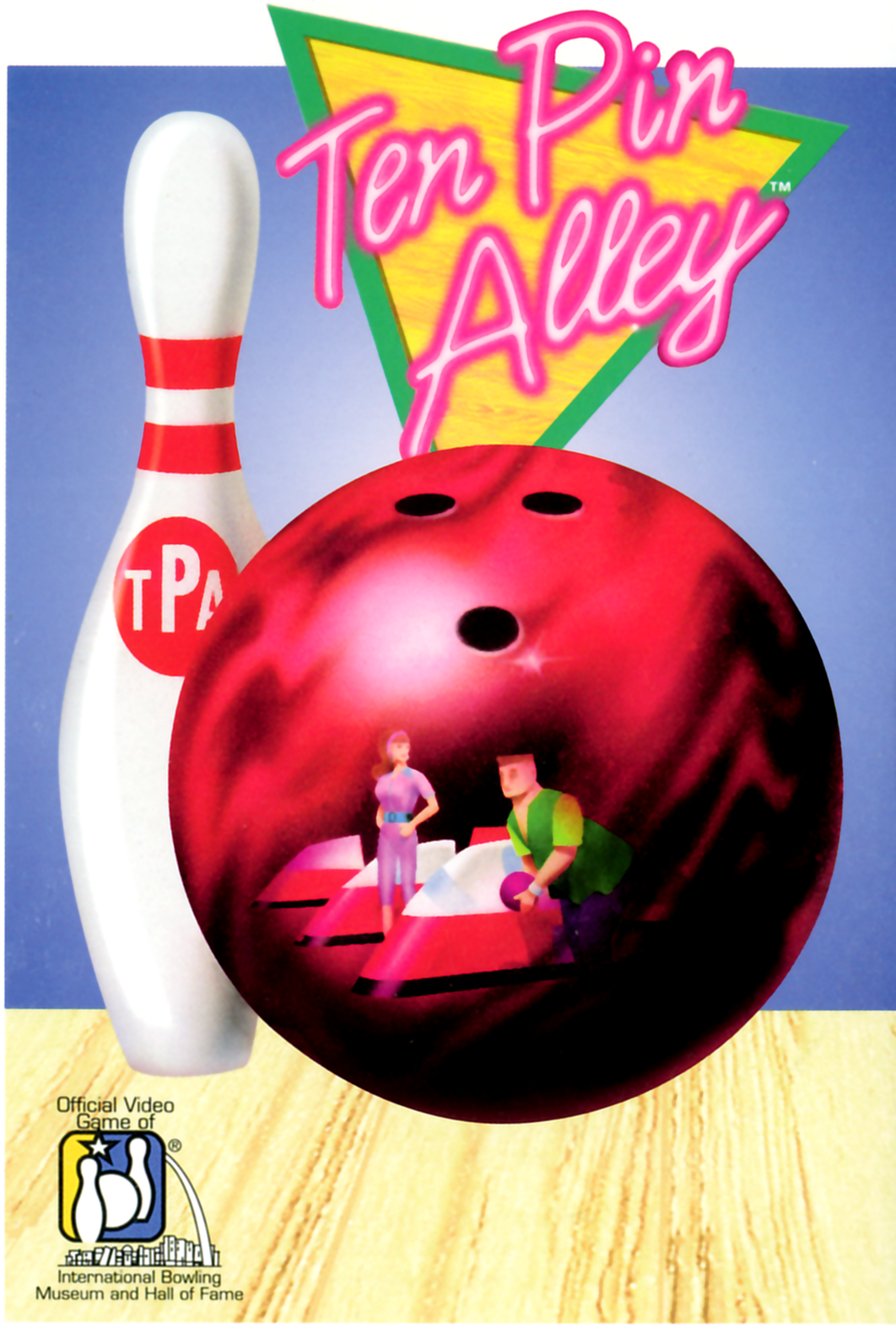
SEGA SATURN™



T-13705H

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM

KIDS TO ADULTS™
CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR SEGA SATURN™ GAME CONSOLE

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the Sega Saturn™ console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manuals for more details.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR SEGA SATURN™ DISC

- This compact disc is intended for use ONLY with the Sega Saturn™ game console.
- Do not bend, crush, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or any other source of heat.
- Be sure to take an occasional rest break during extended play. Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth (preferably cotton), wiping in straight lines from the disc center towards the outer edges. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Ratings Board (ESRB). For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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STARTING UP: HOW TO USE YOUR SEGA SATURN™ SYSTEM.

This disc can only be used with the Sega Saturn™ System. Do not attempt to play this disc on any other CD player - doing so may damage the headphones and speakers.

1. Set up your Sega Saturn™ System by following the instructions in your Sega Saturn™ System instruction manual. Plug in Control Pad 1.
2. Place the Ten Pin Alley™ disc, label side up, in the well of the CD tray and close the lid.
3. Press the POWER button ON to load the game. The game will start after the Sega Saturn™ logo screen appears. If nothing appears, turn the system OFF and make sure everything is set up correctly.
4. If you wish to stop the game in progress or the game ends and you want to restart, press the Reset button on the Sega Saturn™ console to return to the game's Title Screen. If you wish to return to the Control Panel, press buttons A, B, C and Start simultaneously at any time.
5. If you turn on the power without inserting a disc, the Audio disc Control Panel will appear. If you wish to play a game, place the Sega Saturn™ disc in the unit, press the Directional pad to move the cursor to the top left button on the Control Panel, and press START. The opening screen of the game will now appear.

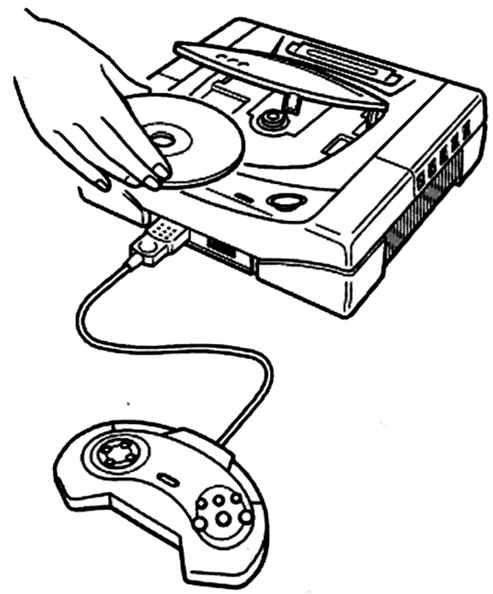
IMPORTANT: Your Sega Saturn™ disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ System has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out towards the edge.

1.0 GETTING STARTED

TO BEGIN, simply place the disc into the Sega Saturn™, close the lid, and press the POWER button. The first screens you will see are the usual Sega logo and Saturn screens.

DEMO MODES

If Ten Pin Alley is left unattended a random CPU bowler will play half a game. Press any button to exit demo mode.



OPTIONS

The OPTIONS screen allows you to configure the game in various ways: Simply use the Directional pad (↑↓) to select which function you want to access. Then use the Directional pad (←→) to change the value. When you are satisfied with the settings, use the Directional pad to highlight EXIT and press the A or C button to return to the previous screen. These settings will remain active until they are changed or the machine is reset.

NO BOWLING SHOES REQUIRED!

America's most popular indoor participation sport has come home and it's even more outrageous than the real thing! Actual pin physics give you a pro-caliber bowling experience. 12 Colorful characters bring home all the variety, laughs and action of bowling at your local alley. It's bowling the way you want it -

WITHOUT THOSE FUNKY RENTAL SHOES.

Enter a Tournament or just play for fun. Bowl the ball straight or with a wicked spin. Listen to lounge music or jam to rock 'n' roll. Wear your bowling shoes or play in your bare feet! Either way, get ready for an outrageously awesome bowling experience.

WELCOME TO TEN PIN ALLEY™

Ten Pin Alley is an incredibly accurate virtual bowling simulation:

In real bowling, the lane is oiled to inhibit ball control. Throughout the course of the game, the ball wears down the oil treatment which may change the way the ball travels down the lane. Ten Pin Alley™ reflects these changing lane conditions. The lanes will be redressed at the end of each game in Open and Team play. During Tournaments, the lanes will only be redressed at the start of Tournament play.

Pin Physics- Using data compiled by the International Bowling Museum and Hall of Fame® we were able to create more than 5 million realistic pin combinations. This gives the game an incredibly realistic bowling experience.

Lane Drying- Normally an oil or lane dressing is applied to the first 2/3 of the lane surface beginning at the foul line. The drying effect causes the ball to slide down the lane to the point where the dressing ends. At this point, the ball 'grabs' the surface and hooks into the pins. Throughout the course of the game the lane dressing dries and wears off, especially in the paths that the ball has followed. The bowler must compensate for this varying condition. Ten Pin Alley faithfully simulates the lane dressing effect. The lanes are redressed at the beginning of each game in Open, League, and Tournament play.

Ball Selection- Ten Pin Alley reflects the realistic differences in performance achieved with balls of different weights and outer surfaces (cover stocks).

Weight- A heavier ball will have a greater impact hitting the pins, thus the possibility of knocking down more pins. However, the bowler must be powerful enough to throw and release their bowling ball with accuracy. Match the ball weight with the abilities of the character that you select.

Cover Stock- The composition of the outer surface of the ball contributes to the amount of spin and hook that the ball will have. The types of cover stock that you can select are plastic, urethane and resin. Plastic hooks the least, Resin hooks the most and Urethane falls in between the two.

MAIN MENU

New Game Starts a new game and brings up the Game Selection Menu.

Load Game Loads a previously saved Tournament and saved players.

Options

Lane Dressing Drying: On/Off
Multiple Camera Angles: On/ Off
Sound / Music Options:
- Jukebox Music: Lounge / Rock / None
- Sound Mode: Stereo/Mono
- Interface Music: On/Off
- Loading Music: On/Off
- Music Volume: 1-10
- Sound EFX: 1-10
- Test CD Music: On/Off
- Test SFX: On/Off
- Exit: Exits the options screen.

Credits

GAME SELECTION MENU

Use the Directional pad to move through selections and then use A or C to select.

Scoring

Standard Conventional ten pin scoring.
No Tap If the first ball in a frame knocks down either 9 or 10 pins, it is scored as a strike.

Alley

Maui Bowl A retro bowling center.
Ten Pin Alley A modern bowling center.
Conga Bowl A midnight bowling center.

Play Style

Open Play Play one-on-one against a friend or computer bowler. Up to six people can play or simply play by yourself.

Practice Allows you to select any combination of pins to practice with. Select one or two shots to bowl. No score is kept. Use the D-pad and A or C to toggle pins on or off. Select the BOWL button with the D-pad to start bowling your practice shots.

Team Play Bowl as a team of 2 or 3. Teams can consist of any combination of human or computer bowlers.
Note: There must be an equal number of players per side.

Tournament -Amateur The TPA Tour is a series of single-elimination, multi-level Tournaments, each consisting of 64 total players.

Tournament -Pro Up to 6 people may enter the Tournament, while the remaining Tournament participants will be computer controlled. The draw of contestants is set by the computer at the start of the Tournament. The screen will indicate other Tournament matches that are going on at the same time that you are playing your match. Your match is referred to as the "T.V. Match" since that is the game you are actually playing and watching. In case of a tie, there will be a "roll-off" until the tie is broken. In Amateur mode, the opponents will be less challenging and the virtual cash awards will be smaller.

Once you have selected your Play Style, move to one of the six player slots on the screen. When you begin, the slots are blank except slot #1 which says "Player 1".

To play a quick game without player or game setup, move to the BOWL! button and press A or C. The computer will select a character type for you and you may begin bowling a solo game.

NOTE: You may save your match at the start of any Tournament round by using your Sega Saturn™ backup memory.

Lifetime Tournament and Career Statistics - Individual statistics such as lifetime average, TPA Tour earnings, etc., are compiled on an ongoing basis. You must select Save from the registration to save statistics in the backup memory.

PLAYER REGISTRATION

Player Registration Screen - Select from 12 outrageous character types. Input a name. Choose the outfit, hair and skin tone, skill level, ball type and weight.

To select and create your own character, move to the slot that says "Player 1" by using the Directional pad and press A or C. A subscreen will allow you to create your own player (select the edit player option), load a previously created player and use their lifetime statistics or change to one of the computer controlled bowlers. The Directional pad moves you around the menu. Adjustments or changes can be made by pressing A or C. When your choices are complete, go to OK and then press the A or C button to finalize your choice.

Note: For additional players, move to each of the other slots by using the Directional pad.

A saved character may be loaded into any empty player slot by moving to that space. By pressing A or C you may select and load a player. You may want to delete the randomly created player to make that slot empty.

THE GAME

SETTING LANE POSITION

Lane Arrow

The lane arrow marks the spot on the lane which the bowler tries to aim for prior to releasing the ball. Using the Directional pad, move the arrow in any direction. Press A or C after selecting a position setting.

▼ The bowler will appear after confirming the position.

Setting Bowler Position

▼ Using the Directional pad, move the bowler either left or right to the desired position.

▼ Press A or C after setting bowler position.

▼ After selecting bowler position, a side-view of the bowler will appear along with the bowling meter.

Override Option: To go back from setting the bowler position to setting the lane arrow, press B.

Bowling Meter Operation

The bowling meter is active as soon as it appears on the screen. It consists of three functions. It is up to you to decide the spin, power and release point of the ball.

Spin Meter - Small green meter.(1)

- Use the left or right Directional pad to activate the meter.
- The Directional pad will increase and/or decrease the amount of spin you choose to put on the ball.
- For right-handed bowlers, use the left Directional button to increase spin.
- For left-handed bowlers, use the right Directional button to increase spin.
- The amount of spin can be decreased by pressing the opposite direction on the Directional pad.

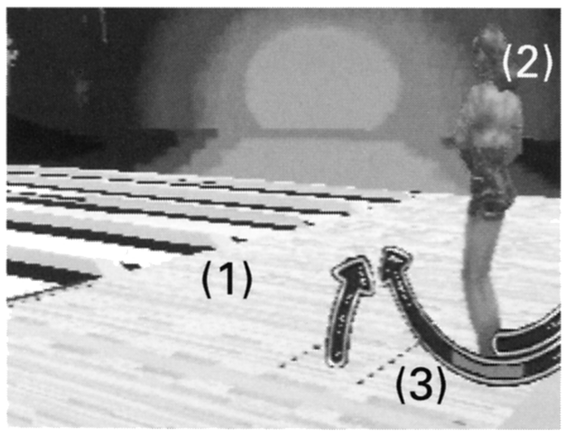
NOTE: Try setting the SPIN METER as soon as the BOWLING METERS appear on the screen.

Power Meter - Top red meter.(2)

- After a short pause, the bowler will begin to go into motion. As the bowler begins to raise his/her arm backwards in preparation for the roll, the **POWER METER** will also increase. As the meter increases, so does the velocity at which the bowler will throw the ball. The yellow area on the meter indicates ideal power setting. However, you may choose to increase or decrease power as you become familiar with each bowler's characteristics.
- Press A or C at the appropriate time to select the desired velocity.

Release Meter - Bottom meter.(3)

- After selecting desired velocity (using the **POWER METER**), the **RELEASE METER** will become active. As the bowler's arm begins to move forward, so does the **RELEASE METER**. The yellow area on the **RELEASE METER** indicates the ideal release point.
- Press A or C at the appropriate time to select desired release point.



Pause Menus

To pause a game, press **START**. During Open Practice or Team Play, a menu will appear with the following options:

View Scoreboard	View current game score
View Stats	View current player statistics
Player Setup	Change ball, skill level, controller
Delete Player	Remove player
Music Setup	Change or turn off music
End Game	Exit current game

During Tournament play, the pause menu contains the following options:

View Scoreboard	View all current tournament scores
View Stats	View current player statistics
Player Setup	Change ball, skill level, controller
End Game	Exit current game

BOWLING SCORING METHOD

FRAMES Each game consists of 10 frames. A bowler can make two attempts per frame to knock down all 10 pins. In the tenth frame only, a third throw may be awarded if a STRIKE or SPARE has been achieved within the first two balls of the frame.

STRIKE (X) If, on the first ball thrown in a given frame, all 10 pins are knocked down, the bowler is awarded 10 points plus the number of pins that are knocked down during the bowler's next two throws. The frame is marked with an X and the score is not displayed until after the next two balls are thrown. In "no tap", a strike is awarded if 9 or 10 pins are knocked down.

SPARE (/) If it takes a bowler 2 attempts to knock down all ten pins in a given frame, the bowler is awarded 10 points plus the number of pins that are knocked down on the bowler's next throw. NOTE: If a bowler fails to knock down any pins with the first ball and proceeds to knock down all 10 with the second ball, the frame is scored as a SPARE.

FOUL If a bowler fails to throw the ball down the lane due to a missed release point on the **BOWLING METER**, the player receives an **F** as a score for the ball. An **F** is equivalent to 0 points.

TOTAL SCORE The total score is calculated after 10 frames have been completed. The maximum score for a bowler is 300, the "**Perfect Game**."

MUTLI -PLAYER ADAPTOR

Multi-player adaptor can be connected to either Port 1 or Port 2 of the Sega Saturn™. When selecting controllers for a player, controllers are numbered from left to right in ascending order, skipping any unused ports. For example: the left most controller is #1.

Note Memory: Saving a game file. The file may not be saved properly if the Sega Saturn's' power is turned off. Up to 99 players and 99 tournaments may be saved (assuming that your Sega Saturn' backup memory has enough memory).

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SPECIAL NOTES

TEN PIN ALLEY™ Legal Disclaimer:
All prizes "awarded" in all levels of **TEN PIN ALLEY™** are not real and cannot be claimed by consumers. These are virtual prizes, signifying that you have reached a new level of excellence in this video game.

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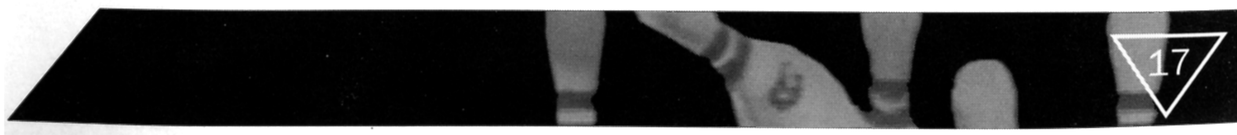
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